

## AMENDMENTS TO THE CLAIMS

Please cancel claims 9-32, 34, 37-132, 140-158, 160, 162-179 and, amend claims 8, 139, 159 and 161 as follows:

I Claim:

1. (Original) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element; and

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon.

2. (Original) The method of claim 1 wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

3. (Original) The method of claim 2 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

4. (Original) The method of claim 3 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

5. (Original) The method of claim 4 wherein the randomizing element includes at least one die.

6. (Original) The method of claim 5 wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface.

7. (Original) The method of claim 6 wherein each game piece has a rotating wheel integral with the game piece, wherein the wheel includes indicia indicative of the character attributes.

8. (Presently Amended) The method of claim 7 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof, and wherein the wheel indicia is selectively viewable through an aperture in a wheel body.

9. – 32. (Canceled)

33. (Original) A method of playing an adventure game, comprising the steps of:  
providing a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes a miniature and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia; and  
rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and  
selectively moving the game-pieces about a playing surface.

34. (Cancelled)

35. (Original) The method of claim 33 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces, and wherein the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

36. (Original) The method of claim 35 further including utilizing randomizing elements for combat dispute resolution.

37. - 132. (Cancelled)

133. (Original) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

positioning simulated structures on the playing surface.

134. (Original) The method of claim 133 wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

135. (Original) The method of claim 134 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

136. (Original) The method of claim 135 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

137. (Original) The method of claim 136 wherein the randomizing element includes at least one die, and at least one simulated structure is a simulated castle.

138. (Original) The method of claim 137 wherein each game piece has a rotating wheel integral with the game piece, wherein the wheel includes indicia indicative of the character attributes.

139. (Presently Amended) The method of claim 138 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof, and wherein the wheel indicia is selectively viewable through an aperture in a wheel body.

140. -158. (Cancelled)

159. (Presently Amended) The A method of playing an adventure game of claim 33, further comprising the steps of:

~~providing a plurality of game pieces with each game piece representative of a game character, wherein each game piece includes a miniature and each game piece has~~

~~multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia;~~

providing a plurality of structural units for forming a variety of simulated structures; and

building and placing selected simulated structures on the playing surface;

~~rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and~~

~~selectively moving the game pieces about a playing surface.~~

160. (Cancel)

161. (Presently Amended) The method of claim 159 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces, and further including utilizing randomizing elements for combat dispute resolution.

162. -179. (Cancelled)